

ARC
FOR Commodore 64



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Your command is the starship ARCADIA. The most sophisticated space technology ever devised is under your control, including the mind shattering Ion Thrust drive, and the awesome power of dual Plasma Disruptor guns. This makes you the most powerful individual in the galaxy . . . and in some quarters the most hated.

The Atarian nation has been steadily and inexorably extending its empire; quietly engulfing smaller, more vulnerable planets. It is now in a position of immense power, and poised to make a bid to enslave the entire galaxy.

The only force capable of repelling the Atarian hoards is under your command; the starship ARCADIA. Every fibre of your body quivers with tension as you prepare to repel the initial thrust of the Atarian battle fleet.

Wave after wave they attack the Arcadia, each wave lasting a set period of time before it breaks off the attack. If you manage to destroy the entire fleet within this time another fleet will attack you. If an alien race fails to destroy the Arcadia during this period a different race will resume the attack.

Each new onslaught consisting of more sophisticated and deadly spacecraft than the last. Can you continue to fight off the Atarian Empire? The fate of the entire galaxy rests in your hands, do you have the determination, will power and skill to succeed? Can you save civilisation . . .

Please turn over

THE STATUS LINES: The row shows from left to right:
Player one's score so far, the number of space ships
available to player one, the time left before the end of the
current attack wave, the number of ships available to
player two, player two's score so far.

SCORES: The score for each alien destroyed is the
number of the current levels.

HOW TO CONTROL THE SPACESHIP: There are a
large number of keys which may be used. You should
choose the combination with which you feel most
comfortable.

LEFT: The keys to move left are all on the lowest
keyboard row. Beginning with SHIFT every alternate key
may be used, i.e. SHIFT, X, V, N, etc.

RIGHT: The remaining keys on the bottom row may be
used to move right, i.e. Z, C, B, M, etc.

THRUST: Any of the keys on the second row starting at A
may be used to move upwards.

FIRE: Any of the keys on the third row may be used to
fire your disruptor bolts, i.e. Q, W, E, R, T, etc.

If you have joysticks available you may plug them into
the connector on the right side of the computer. Any
standard switch type will work including the ATARI ones.
When using the joystick pushing left or right will move
the spaceship in that direction. Push forwards for thrust.
The fire button will fire the Plasma Disruptors. You may
also press the button when the screen says "HIT FIRE
TO PLAY".

LOADING: Connect the cassette recorder to your
Commodore 64 and switch the computer on. Place the
cassette into your tape recorder with the printed side
facing upwards. Rewind the tape to the beginning. There
is only one way to load ARCADIA 64. Whilst holding
down either of the two shift keys press the key marked
"RUN/STOP". The message "PRESS PLAY ON TAPE"
should appear on the screen. Press "PLAY" on the
cassette recorder. The computer should print the word
"SEARCHING". If you do not see this message switch off
the computer and try again. If loading is successful a
message will appear on the screen within 30 seconds.
The process is entirely automatic from there on.

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PROGRAM CODING by E. Evans

GRAPHIC DESIGN & ILLUSTRATION by Steve Blower

Arcadia 64 works with the Commodore 64.